```
Cockpit
  secondsWithZeroEnergy
  number_of_attackers
  retry_
         dock
  TimeOfLastCollision
+ jumpok
+ godliness
+ communication_choices
+ credits
 zoomfactor
+ fg
+ activeStarSystem
+ savegame
# view
# currentcamera
# radar_time
# gauge_time
# StartArmor
# maxfuel
# maxhull
# parent
# parentturret
# unitfaction
and 10 more...
+ setTargetLabel()
+ getTargetLabel()+ updateAttackers()
+ ReceivedTargetInfo()
+ autoInProgress()
+ unitInAutoRegion()
+ SetView()
+ GetView()
  InitStatic()
+ Shake()
and 54 more.
  tooManyAttackers()
+ MakeBaseName()
  Respawn()
  SwitchControl()
+ ForceSwitchControl()
  TurretControl()
# LoadXML()
# LoadXML()
# beginElement()
# endElement()
# Delete()
# DrawNavigationSymbol()
# computeLockingSymbol()
# DrawTargetBox()
# DrawTargetBoxes()
# DrawTurretTargetBoxes()
# DrawTacticalTargetBox()
# DrawRadar()
# DrawGauges()
# beginElement()
# endElement()
        GameCockpit
  + textMessage
+ editingTextMessage
+ autoMessage
+ autoMessageTime
  + setTargetLabel()
  + getTargetLabel()
+ ReceivedTargetInfo()
  +
  + InitStatic()
  + Shake()
  + Snake()
+ Autopilot()
+ RestoreViewPort()
+ GameCockpit()
+ ~GameCockpit()
+ LookupTargetStat()
and 38 more...
  + NavScreen()
  + getsoundending()
+ getsoundfile()
+ Respawn()
      Respawn()
```

SwitchControl()
ForceSwitchControl()

TurretControl()